Deus Ex



Version 1.4 by SpazzWave

It's the year 2052 and the world has advanced much more than it was thought possible. The emergence of nanotechnology has opened up the doors to highly advanced technologies such as Universal Constructors. However, a new plague has ravaged the world's population, especially within the United States. And it has no cure. The only vaccine, Ambrosia, is manufactured by VersaLife, a megacorporation, but because of its scarcity is seemingly only available to government officials and the elite.

The divide between the rich and poor has grown into an unbridgeable chasm and the National Secessionist Forces, the NSF, has risen to challenge government control. Branded as terrorists, they target vaccine shipments and strike at symbols of authority. In response, the United Nations Anti-Terrorist Coalition has been created, tasked with suppressing the threat and maintaining global stability. Beneath all of this old conspiracies move unseen, and governments, corporations and secret societies all fight for control of the future. You enter this world on the day JC Denton starts as an agent. Take these **1000 CP** and good luck.

Origins

Any Origin can be taken as a Drop-in.



Agent

My vision is augmented.
You are an agent of UNATCO, the United Nations Anti-Terrorist Coalition, a newly formed but immensely powerful organization created to combat the growing wave of terrorism. Your mission is to preserve order, protect civilians and eliminate threats to international stability.
This defaults you to J.C Denton, or Lady Denton if you prefer.

Revolutionary

I never had time to take the Oath of Service to the Coalition. How about this one? I swear not to rest until UNATCO is free of you and the other crooked bureaucrats who have perverted its mission.
You are a member of the NSF, the National Secessionist Forces, branded by governments and media as a terrorist organization, but seen by many as the last hope for freedom. The NSF rejects the power of the plutocrats and strikes back against the corporate stranglehold that manipulates governments like puppets.

Drifter

You mechs may have copper wiring to reroute your fear of pain, but I've got nerves of steel.

You are a drifter, a homeless person with no home, no family, and no flag to pledge allegiance to. You are just another soul among the forgotten masses, but you know how to slip through the cracks of society and scavenge its ruins.

Conspirator

Aquinas spoke of the mythical City on the Hill. Soon that city will be a reality, and we will be crowned its kings, or better than kings: Gods.

You are a member of the Majestic 12, a secretive cabal of scientists, plutocrats and power brokers who aim to achieve global domination through economic and technologic means. As one of the most powerful and rich men alive, You never took the oath to any coalition, army or government, instead you answer to the true power in this post-modern world, who pulls the strings behind the world's governments, corporations and media. You can also be a member of the Illuminati if you wish.



General Perks

Nano-**Integration [Free]**
Your body is naturally capable of integrating nanotechnological augmentations. This also makes you immune to the Gray Death and capable of surviving integrations with artificial intelligences without negative side-effects.

NanoGenesis [Free]
Why settle for the mechanical systems of the past when you can have elegance at the molecular level? You can convert any augmentation system you have to a nanotechnological one, with your most visible implants seamlessly fusing into your flesh and disappearing from view.

Killswitch [Free]
It looks like everyone has a killswitch these days. And now you do too, though not by force. You can choose to leave a killswitch activated that, when you die, explodes, destroying everything in your vicinity in a radius of five meters. The more advanced your implants, the larger the explosion becomes. Sticks and stones…

DaVinci [100]
You are a pioneer in cybertechnology augmentation, being a master of design, creation and customization of cyberware. You are also capable of merging traditional cyberware with nanomachines to recreate any cyberware into nanotechnology augmentations.

Dr. Frankenstein [100]
Perhaps cybertechnology isn't that attractive for you? Instead, you are one of the world's foremost experts on bioengineering, probably being one of the scientists who worked at the bovine manipulation project at Area 51. You are capable of designing entire new lifeforms by crossing the DNA of different animals, creating creatures with superhuman strength, endurance and even immunity to radiation. In fact, just by having access to DNA you will intuitively know all possible recombinations that can be made, and they will be completely memorized by your brain. If you had more exotic DNA, just imagine what you could do.

Post-Modern Scientist [400]
Nanomachines, the technology of the future. Invisible to the naked eye and capable of incredible feats at microscopic level. Those who understand nanomachines can be architects of life and matter itself. And you are one of such architects. You can design, manipulate and optimize nanomachines in ways that ordinary scientists can only dream of. Creating augmentations, universal constructors, diseases are only a part of what you can do, for you can create and apply nanotechnology to any field that you could think of: biology, machines or even something as basic as security. You are also extremely capable of dealing with nanotech-based threats, and any solution you create is ten times more effective at dealing with them. Also, this acts as a **capstone booster.**

Growth [400]
Some people spend years mastering a skill. You only need days. With this perk, your capacity to learn and grow is simply incredible, and it increases faster the more danger you are. An agent with this perk might go from a novice in firearms to a master in 23 hours if he was in danger of dying to a kill-switch. Also, this acts as a **capstone booster.**

Vitruvian Man [400]
Either by manmade evolution or simply adaptation, you are now capable of integrating cybernetics at will. Simply by touching them they will be assimilated into your body, with no rejection, side-effects or maintenance requirements. You can remove or replace them at will. Also, this acts as a **capstone booster.**



Agent

Discounts for Agent are 50% off, with the [100] perk being free.

Agent Training [100]
You have undergone the full UNATCO training regimen and have excelled in it. You have the complete skill set for an agent: you move like a ghost when stealth is required and in close quarters your reflexes and precision make you lethal even without a weapon in hand. You have drilled in all types of firearms and are a master of all espionage fields.

ICEbreaker [200]
You are a master of electronic warfare, with firewalls, encryptions and security protocols being nothing but speedbumps for you. You can hack turrets, make security cameras blind and drain bank accounts through compromised ATMs. You can hack any electronic device that you can physically access.

Infiltrator [400]
You are the perfect infiltrator. Your movement makes no sound, you are always aware of who's watching you, and you can silently neutralize any enemy. You have nimble fingers that let you easily pickpocket keys, credit chips or even grenades before anyone realizes anything is missing.

Cybernetic Adaptation [600]
You possess an unique adaptive matrix that lets you have multiple conflicting augmentations at the same time. Someone with this could install Invisibility and Radio Transparency at the same time, have a skull-gun and a vision enhancement together or even have a shotgun and a grenade launcher on the same appendage without being physically possible.

Capstone Booster: You can now integrate copies of the same augmentation to multiply its effects, to a limit of four times. An invisibility augmentation would get its efficiency multiplied while a firearm augmentation would multiply the power of its projectiles.

Revolutionary

Discounts for Revolutionary are 50% off, with the [100] perk being free.

That's Terror [100]
Your greatest weapon is your ability to **inspire and organize people**. You're a master of rhetoric, speeches and rallying ordinary people to your cause and rising up against tyranny. You can establish safehouses, create small cells and spread the message with no effort.

Urban Ghost [200]
You vanish in urban terrain, hiding yourself even from digital surveillance. You also know about every shortcut, maintenance tunnel, sewer system, hidden paths and rooftop in any city you spend time in.

Streetwise Revolutionary [400]
Most NSF cells don't last long, though you are one of the lucky ones to stop relying on luck. You have a danger sense that detects danger in your surroundings, but it's most effective at detecting the level of danger you are in. Quite useful for knowing if your cell is about to be raided and if you should turn tail.

Guerrilla Messiah [600]
Your presence transforms resistance movements into an unstoppable force. Under your leadership ragtag militias evolve into seasoned soldiers, becoming more competent as each day passes. Even when outnumbered and outgunned, your side always seems to have the initiative and unlikely alliances are formed even with your enemies, for your charisma can convince even an agent of UNATCO to change sides.

Capstone Booster: Your death does not end the revolution. In fact, when you should have died, you instead will be restored back to life, because like the revolution, you do not die easily. This can only happen one time per jump.

Drifter

Discounts for Drifter are 50% off, with the [100] perk being free.

Mole Man [100]
You possess a knack for surviving some horrible environments, even dystopian ones. You are adept at finding food, useful things in trash, recognizing which places are dangerous and how to not attract attention.

Scavenger [200]
For some reason, people keep stashing LAMs in holes! You have a supernatural luck in finding military equipment in the most random of places. And you can also use them despite having no training whatsoever. Is that a thermoptic camo in a basket?

Underworld [400]
You have cultivated relationships with smugglers, hackers, mercenaries, black-market tech dealers, and other criminals, despite it being almost impossible how a random homeless person can be so resourceful. They will give you information, trade with you

Micro-Assembler [600]
Even before the age of nanotechnology cybernetic augmentations were pretty advanced in the past. And this one in particular makes you the person most adapted to a new dark age.You have robotic arms with micro-assemblers capable of breaking down any type of object, item or trash into its base components. They also learn from whatever they have dismantled to recreate these items if you have the materials.

Capstone Booster: You can now improve whatever you are recreating by using additional parts. A medkit made with a large amount of materials might regrow a limb while a grenade might blow up a tank.

Conspirator

Discounts for Majestic Twelve are 50% off, with the [100] perk being free.

Art of the Deal [100]
You couldn't be a good businessman if you didn't have the charisma for negotiations. Not only are you a businessman skilled in the art of negotiations and reading of your competitors so to speak, you have the ability to make anyone hear what you have to say, including your enemies. Pretty useful to convince a dangerous nanotechnological super-soldier about your points and how right you are.

Neo-Entrepeneur [200]
You have a natural talent for business. Launching companies, structuring deals and creating ventures are a skill well developed and instinctive for you, and your perception would never miss hidden contract clauses or market trends forming. But your true talent is in investment. You have an intuition that tells which ventures will flourish and which are doomed long before any number reveals the truth. Becoming a billionaire or even a trillionaire is just a question of time and not luck with you.

Charitable Philanthropist [400]
The world loves a generous soul, and you have a way of making sure it knows exactly who that is. Every donation, sponsorship and well-meaning gesture are exceptionally effective when you do it, turning them into stories, headlines and symbols of your generosity. The smallest donation is massively amplified in the public eye, turning into monumental gestures of goodwill that improve your reputation massively. In fact, it could be said your reputation grows faster than your actual acts of charity. There's no need to buy the media when each act you make will make you into a symbol of generosity for months.

Untouchable Mogul [600]
Paperwork, red tape and endless approvals exist for everyone else, but not for you. No law, regulation or rival can truly stop you from acquiring what you desire. Doors open at the mention of your name and transactions that would take weeks for ordinary people are completed in moments, almost as if land, corporations and patents flow toward your hands. Objections fade, lawsuits stall and bureaucratic hurdles crumble.

Capstone Booster.
Not only do deals bend to your will, but your moves in the business world are almost invisible to others. Your acquisitions, investments, and expansions appear unremarkable at first glance, leaving competitors, regulators, and rivals unaware of the true scope of your influence. You could easily become the shadow hand behind the world with this.

Augmentations

You have a stipend of 300 CP. Any implant bought here is bought to the max level.

Combat Strength [200]
Sorting rotors accelerate calcium ion concentration in the sarcoplasmic reticulum, increasing an agent's muscle speed several-fold and multiplying the damage they inflict in melee combat.

Microfibrial Muscle [100]
Muscle strength is amplified with ionic polymeric gel myofibrils that allow the agent to push and lift extraordinarily heavy objects.

Speed Enhancement [200]
Ionic polymeric gel myofibrils are woven into the leg muscles, increasing the speed at which an agent can run and climb, the height they can jump, and reducing the damage they receive from falls.

Run Silent [100]
The necessary muscle movements for complete silence when walking or running are determined continuously with reactive kinematics equations produced by embedded nanocomputers.

Ballistic Protection [200]
Monomolecular plates reinforce the skin's epithelial membrane, reducing the damage an agent receives from projectiles and bladed weapons.

EMP Shield [100]
Nanoscale generators partially protect individual nanites and reduce bioelectrical drain by canceling incoming pulses.

Cloak [200]
Subdermal pigmentation cells allow the agent to blend with their surrounding environment, rendering them effectively invisible to observation by organic hostiles.

Radar Transparency [100]
Radar-absorbent resin augments epithelial proteins; microprojection units distort the user’s visual signature. Provides highly effective concealment from automated detection systems -- bots, cameras, turrets.

Aqua Lung [100]
Soda lime exostructures embedded in the alveoli of the lungs convert CO2 to O2, extending the time an agent can remain underwater.

Environmental Resistance [100]
Induced keratin production strengthens all epithelial tissues and reduces the agent's vulnerability to radiation and other toxins.

Regeneration [200]
Programmable polymerase automatically directs construction of proteins in injured cells, restoring an agent to full health over time.

Energy Shield [100]
Polyanilene capacitors below the skin absorb heat and electricity, reducing the damage received from flame, electrical, and plasma attacks.

Power Recirculator [200]
Power consumption for all augmentations is reduced by polianilene circuits, plugged directly into cell membranes, that allow nanite particles to interconnect electronically without leaving their host cells.

Synthetic Heart [100]
This synthetic heart circulates not only blood but a steady concentration of mechanochemical power cells, smart phagocytes, and liposomes containing prefab diamondoid machine parts, resulting in upgraded performance for all installed augmentations. This implant works even if your implant is maxed.

Aggressive Defense System [200]
Aerosol nanoparticles are released upon the detection of objects fitting the electromagnetic threat profile of missiles and grenades; these nanoparticles will prematurely detonate such objects prior to reaching the agent.

Vision Enhancement [200]
By bleaching selected rod photoreceptors and saturating them with metarhodopsin XII, the "nightvision" present in most nocturnal animals can be duplicated. Subsequent upgrades and modifications add infravision and sonar-resonance imaging that effectively allows an agent to see through walls.

Targeting [100]
Image-scaling and recognition provided by multiplexing the optic nerve with doped polyacetylene "quantum wires" not only increases accuracy, but also delivers limited situational info about a target.

Skull-Gun [100]
Why is this even here? A flush muzzle and reinforced cranial housing integrate a fabricator and a micro-launcher into the skull capable of firing explosive projectiles.

Items

Credits [Free]
You are in possession of two thousand credits, enough to let you survive for months… or buy some military equipment.

Apartment [Free]
Your basic apartment. Useful for those that don't want to live out in the streets and you don't pay rent.

Disposable Equipment [Free]
A pack with 10 disposable lockpicks and 10 disposable multi-tools that anyone can use.

Ambrosia: [100]
This is a vial of Ambrosia, the cure to the Gray Death. Post-Jump it will cure any plague, be it manmade or natural. Refills itself after each use.

Stash [100]
This is a hidden stash where you can store anything smaller than 1 meter, with a limit of 10 objects, and no one will find it, no matter the methods.

Bioelectric Cell [100]
A bioelectric cell is a useful form of energy storage that can be used by any augmented person or to recharge any type of technology. This is a pack with 25 bioelectric cells that respawn every week.

Medkit [100]
A medkit is a compact kit designed for healing in field use. It heals 25% of your health each use. This is a pack with 25 medkits that respawn every month.

High Class Apartment [200]
This is a high class apartment, with luxury, class, automated security and a hidden communication suite that sends and receives untraceable messages. Also, no one can find you here if you don't want to.

SH-187 Stealth Helicopter [200]
Your very own stealth helicopter, undetectable to any security system.

Agent:

Discounts for Agent are 50% off, with the [100] item being free

Pepper Spray [100]
Low-tech option useful for disarming hostile situations, and also capable of disarming trip wires.

Silenced Pistol [200]
This silenced pistol is a variant of a normal pistol with an integrated silencer, which nullifies all sound of this pistol. It has infinite ammo.

GEP Gun [400]
The most silent takedown, it's a smart rocket launcher that guides its rockets to its targets with perfect accuracy. It has infinite ammo, though it's not quite portable.

Dragon's Tooth Sword [600]
The infamous weapon wielded by elite MJ12 troops. It's weightless, impossibly sharp, and can cut through anything. This weapon can also be concealed from anyone.

Revolutionary:

Discounts for Revolutionary are 50% off, with the [100] item being free.

Riot Prod [100]
An extremely useful weapon for non-lethal situations. Can drop a full grown man.

EMP Grenades [200]
A small supply of 10 EMP grenades that disable electronic devices, cameras, drones, and even cybernetics temporarily. It respawns every week

Scramble Grenade Launcher [400]
This weapon shoots scramble grenades that subvert any robot to your cause. It has infinite ammo.

Smuggler's Nanokey [600]
This nanokey gives you access to many hidden caches of military weapons and ammo that only you know the location of. Perfect for arming a terrorist cell. This updates every jump to the most advanced military weapon in the setting.

Drifter:

Discounts for Drifter are 50% off, with the [100] item being free

Survival Pack [100]
Includes basic soyfood rations, water purification tablets, a makeshift shelter, and scavenged supplies. Great for hiding out in a city.

Tech Goggles [200]
These advanced tech goggles give anyone thermal vision, ultraviolet vision and night vision. It has an infinite battery.

Thermoptic Camo [400]
This vest makes you invisible to humans and robots for 10 minutes, after that it recharges one minute each 10 minutes.

Homeless Faction [600]
You have your own organization of well hidden homeless people. They perfectly live in the underground without any need of logistical networks and will follow any of your orders and help you in any thing you need.

Conspirator:

Discounts for Majestic Twelve are 50% off, with the [100] item being free

Venture Datapad [100]
A datapad containing a curated archive of every profitable business venture from the past century, through the present and projected into the next ten years. It details what succeeded, why it succeeded and how to invest in to maximize profit.
Post-jump it updates so it's always relevant.

Shadow Ops [200]
Your very own selective cadre of elite operatives, mercenaries and cybernetic agents entirely loyal to you. Trained in infiltration, sabotage, assassination, intelligence gathering and covert logistics, they operate under complete deniability. An essential tool for any plutocrat.

Jumper Industries [400]
Your very own megacorporation with vast resources, infrastructure and influence. You can choose its primary field to be anything: cybernetics, pharmaceuticals, weapons, finance, media, energy, AI or even combinations if you want to. It will also have a robust R&D base, with a vast selection of consumer technologies.

Area 51 [600]
A vast, heavily fortified government facility, Area 51 has long been the subject of rumors about aliens and ultra-advanced technology. Surprisingly, it is the truth, but not in the way civilians think. Area 51 is a site for projects spanning genetic engineering, antimatter reactors, nanotechnology and artificial intelligence, and all of that knowledge, power and capability is yours. Beyond its research, Area 51 also serves as the central nexus for global internet traffic, giving you instant access to virtually all information posted online. Yes, all the world’s data is at your fingertips.

Companions

Create/Import [50CP for 1, 200CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

Canon Companion [Free]
You can recruit any canon character as a Companion.

Drawbacks

End Jump [Free]
You can end this jump when the plot ends.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Fanfic Mode [Free]
You can use this to access any fanfic or alternative media from Deus Ex.

I never asked for this [+100]
Congratulations, you are the most dramatic person in the room at all times.
You have a strange compulsion to be profound and edgy, but this only makes you sound ridiculous.

Gluttonous [+100]
You are now required to eat every time you use an augmentation or risk depowering all your bioelectric energy.

Spam [+100]
Your infolink and any device you use is constantly bombarded with endless spam. Phishing attempts from suspicious “princes,” conspiracy newsletters, and pop-up viruses about genital enhancers will flood any device you use.

Public Speakers [+100]
For some reason, everyone you meet here for the first time will have long rants about their political opinions, and you will have to hear everything. This will bother you immensely.

Dependency [+200]
Your augs require maintenance now, and you must use a medical bot every 2 days or risk malfunctions and bugs.

No Place to Call Home [+200]
You have no permanent base or safe refuge. Any place you stay in for too long becomes compromised, forcing you to keep moving constantly.

Plague Carrier [+200]
You are infected with Gray Death, Jumper. While its not lethal for you, it will give you all symptoms, including extreme pain and frailty, unless you can find a cure out in the open. No, buying an Ambrosia vial in the jump will not cure you.

Terrorist [+200]
UNATCO has branded you a terrorist, and any authorities will move to capture you. If you are jailed, you will have to escape in a year or your jump ends.

Amnesia [+200]
You lose all the memories of the game.

Hunted [+400]
Majestic 12 now knows of your existence, and it has decided to send out hunt squads of MJ12 Commandos to kill you. They always know your general location, but not your exact position. Hope you are a stealthy guy.

Martial Law [+400]
Majestic Twelve has decided to unearth themselves, placing every city they control upon martial law. It will be harder to move in any way and conflicts with the NSF will be happening constantly. I hope you are well-equipped.

ICARUS HAS FOUND YOU! [+600]
You are now being stalked by a dangerous, predatory A.I. It will raise alarms near you, subvert robots to kill you, expose your data trails and manipulate events to place you in danger.

Malkavian [+600]
The line between reality and insanity is now broken. People talk in strange gibberish, birds travel through walls, unpredictable things occur and you are the only sane man in the world now.

Aug Rejection [+600]
You have lost the genetic lottery. Your body rejects all types of cybernetic augmentations, making you a normal person in a dangerous world.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Small changes.
V 1.2 - Rewritten most of the jump, including the horrible synopsis.
V 1.3 - Added NanoGenesis, edited the Ambrosia item.
V 1.4 - Added Killswitch, Dr. Frankenstein and Post-Modern Scientist perks, added an entire new perk tree for Conspirator along with a new list of items. Updated the Nano-Integration perk to make sure you survive integration with Helios.

No, buying multiple capstone boosters does not give you anything besides access to the boosted perks.